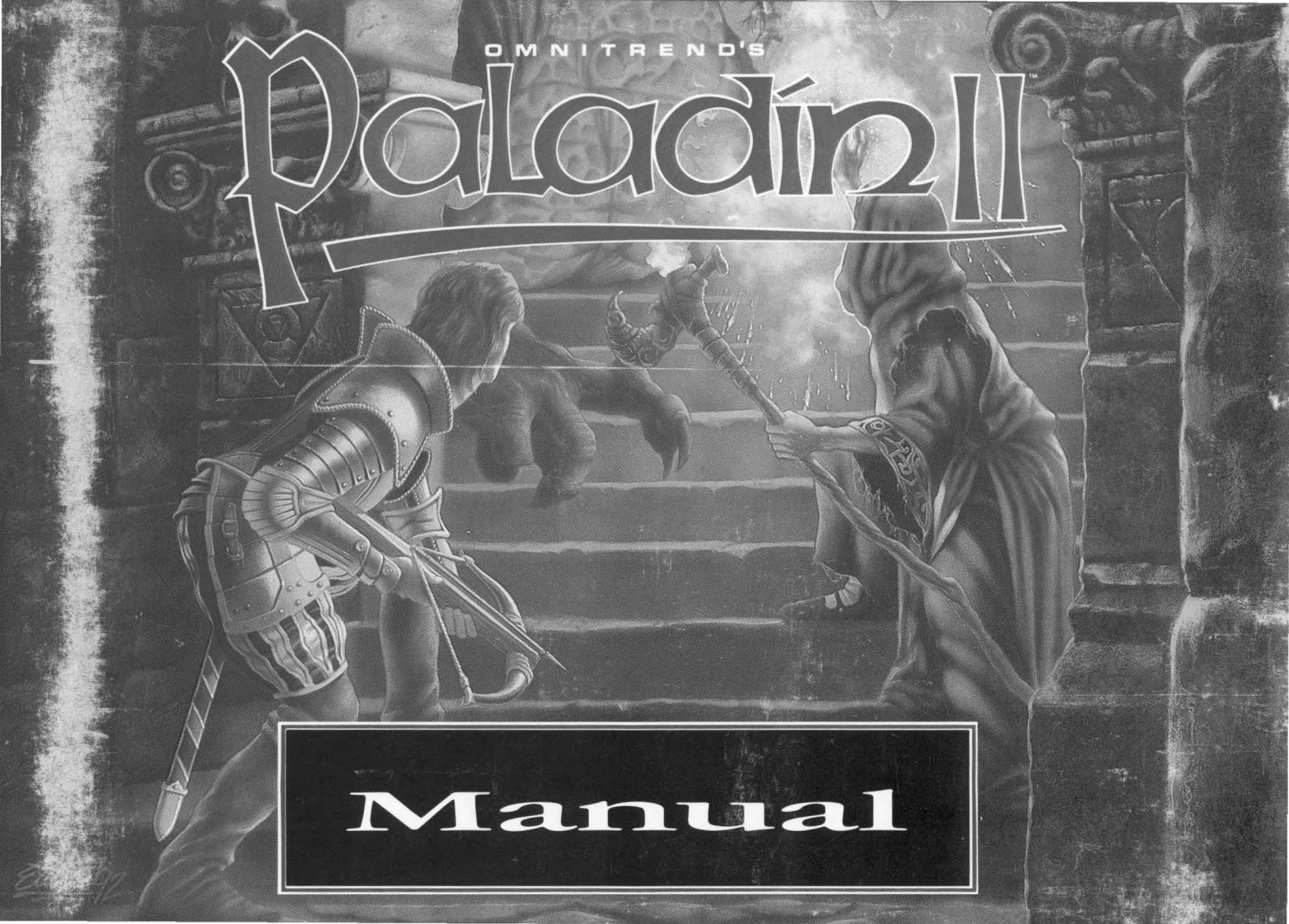
OMNITREND'S
Paladin II
Manual

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OMNITREND'S

Paladin II™

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We are proud of our games, but we know that they can never be perfect. If you have any ideas about how we can improve, we would be delighted to hear from you. Please take the time to fill out the enclosed registration card. We can then add you to our mailing list, and keep you informed of new products and special offers as they come out.

Impressions

OMNITREND SOFTWARE

Credits:

Programming	Andrew Prime, Thomas Carbone
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Graphics	Erik Casey, Jon Baker
Sound & Music	Chris Denman
Manual	Chris Bamford, Chris Foster
"Paladin's Primer" by	Chris Foster
Quests	Hosea Battles, Chris Bamford

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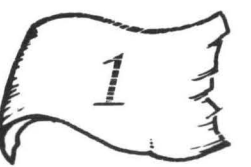

OMNITREND'S Paladin II™

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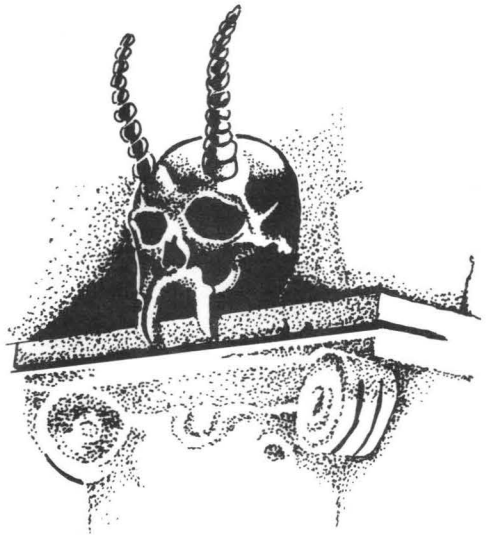
In this game, you are the Paladin - a legendary hero, and a knight of great renown. It is your duty to seek out and destroy evil, and to defend and protect the weak. You will go through many adventures, and face many adversaries. There will always be those willing to help your cause, so you should rarely be alone. The list of your comrades in arms may change, but the spirit and drive of your band will remain.

Objectives

In Paladin 2, your objectives are twofold. In the long term, you must take your Paladin from the status of a freshly trained novice to a hardened, matchless veteran. You do this by successfully completing quests. The more active a Paladin is, the more likely he is to see some improvement at the end of a successful quest.

There are always more immediate aims at hand, though. Your Paladin will go through a series of adventures, or quests. Each of these will present you with goals which you must achieve, and generally with serious threats to your life!

Interface Introduction



This game has been designed with an easy to use, mouse driven point and click interface. Each command you might want to issue will be associated with an icon (a small picture) on the screen. To give a command, just click on its icon: move the mouse pointer over the icon, and the left mouse button. A right click is the same thing, but using the right mouse button. Keyboard commands are also included for those who prefer them — for more information on how to use the keyboard, please see your technical supplement.

Copy Protection

In order to play Paladin 2, you will have to complete a security check. On loading the game, you will be asked to type in a word from this manual. A "word" is any string of characters with a space or punctuation mark at each end. As soon as you enter the word, the game will continue.

Quests - An Overview

(For more detailed information on the subjects covered in this overview, see the proper sections of this manual, and the Young Paladin's Primer.)

A Paladin will spend his life attempting to complete a series of quests. Having created a new Paladin, you will have to select which quest shall be your first challenge. After completing this adventure, you must choose another, and so on.

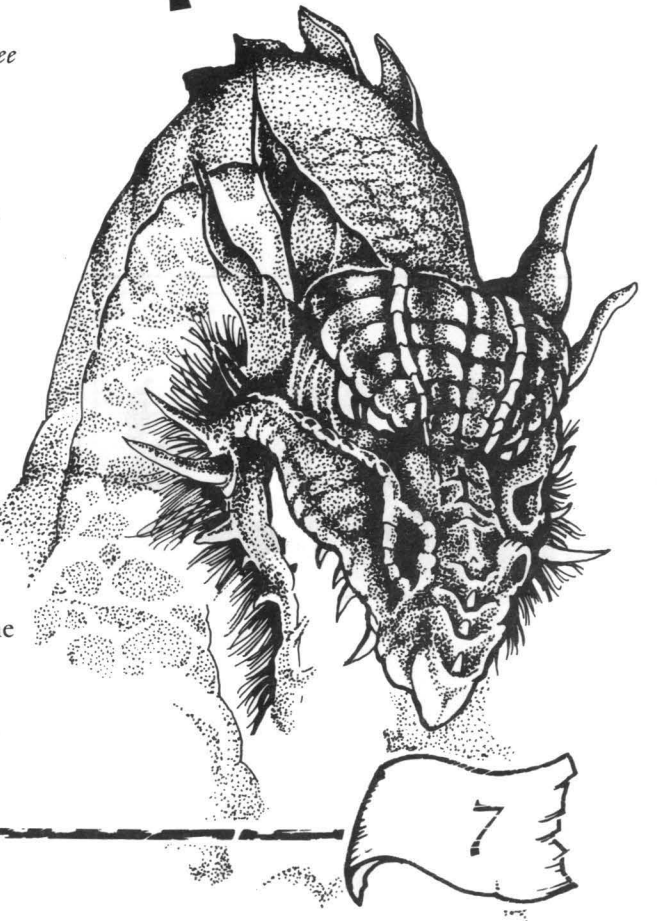
There are **twenty** of these scenarios provided with the game, and a **builder** program which allows you to create more of your own. Each quest consists of five things:

1. An introduction, telling you something about the quest.

2. The terrain over which the quest will be played out. This will consist of between one and five levels of territory, one above the other. Each level is a large, square area of land.

3. A group of allies who will accompany your Paladin through the quest.

4. A group of opponents who will fight against you in the quest.



5. The objectives of the quest, which will be different each time. In one, you might have to rescue some captives and capture vital territory. In another, your aim might simply be to leave the danger area alive.

Quest Briefing — *The quest briefing is a written introduction to the quest at hand. It will provide an explanation of the quest. Additionally, it usually gives you some information on the type and strength of enemies you will face, and hints as to the location of any quest objectives. It can be viewed by using the* ***quest briefing*** *icon on the Main Screen.*

Terrain — *The lands over which a quest takes place are arranged into large, square maps of various kinds of terrain. There can be up to five levels of terrain as well; movement from level to level is accomplished through stairs and teleporters.*

The Party — *The group of companions who travel with the Paladin and aid him in his endeavors are called the party. This band changes from quest to quest - each scenario will include new allies. When the quest is over, they will part company with the Paladin. In the next adventure, there will be new comrades ready to help.*

Party members are measured by ten personal statistics — ***Movement Points, Vitality, Health, Encumbrance, Melee, Aiming, Detecting*** *and* ***Seeing, Arrows*** *and* ***Bolts****. These attributes determine the party members' success at the actions you command them to do.*

There are four kinds of characters who will make up your party, in addition to the Paladin. They are: ***swordsman, ranger, thief*** *and* ***mage****.*

When playing a scenario, you control all of the members of the party, not just the Paladin. He is the only one you will play again and again though, and the only one you will see mature and change as he gains experience. This is why you are really the Paladin.

Opponents — *Each quest holds an assortment of villains to overcome. Some of them are similar in abilities to your party members, but the rest are monsters and supernatural creatures. All are measured by the same attributes as your party members, and some also use the same weapons as them.*

Quest Objectives — *Certain objectives, or victory conditions, of a quest will always be drawn from the following list:*

- Rescue all prisoners held within the combat area
- Obtain all white scrolls
- Ensure all party members escape the area by the special Exit Square
- Kill at least a specified percentage of your opponents
- Destroy all black scrolls
- Capture and hold all sentry posts

These are kept on a scroll, and are checked off as they are accomplished. To view the scroll, use the ***Quest Orders*** *icon on the Main Screen.*

Also, every quest also has a ***time limit****. All of the objectives must be satisfied before that expires, or the quest will be a failure.*

Chained Quests

Usually, a quest is a completely self-contained adventure. However, it is possible to link several quests together and form a campaign of connected adventures.

When creating a quest, you can specify that it is to be chained to another. This means that when the quest is completed, the player will automatically be taken into the next one in the chain. The current health and status of the Paladin is carried over to the new quest. The same party will also often be maintained, although a new one is sometimes provided.

Devices and Weapons

There are numerous objects, available to your party, that may help in their quest. Some are weapons and shields, and will augment a party member's ability to inflict or withstand damage, respectively. Some weapons, shields and other devices are enchanted, giving the user of them unique, magical abilities. To utilize these objects, use the appropriate icons on the main screen.

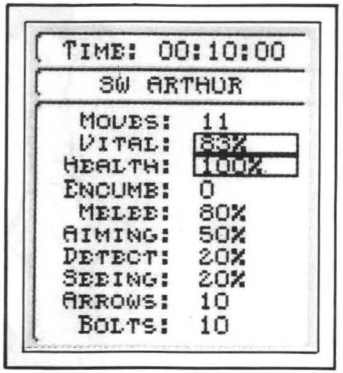
Magic

In addition to magical **weapons** and **devices,** there are two other routes into the world of mystic powers: spells and potions. **Spells** are available only to certain characters, and only to certain degrees for each character type. Mages are the only characters able to cast all ten spells: confuse, detect door, enchant sword, fireball, fog of evil, invisibility, mind stun, shield, speed and wall of flame. **Potions** are available for use by all, and mimic the ten spells. There are icons available on the main screen to use potions and cast spells.

Time in Paladin 2

The game alternates repeatedly between a Player Phase, in which you move the members of your party, and an Enemy Phase, when the computer moves all of your opponents. Your phase will end when you click on the "Advance To Next Round" icon, or when everyone in your party runs completely out of movement points. (Movement Points are a measure of how much a character is allowed to do in a phase.) Each phase takes up **30 seconds** of game time.

Character Statistics



Your Paladin and all of his allies and opponents are defined with ten personal statistics. The personal statistics for your Paladin and each of his allies are displayed, in turn, on the main screen when that character is under your control. Also, using the **List Party** icon will display statistics for all characters at once. *(These features are explained later in this manual.)*

Movement Points (Moves)

This a statistic that changes throughout the game, as it represents the number of movement points (or "M.P.'s") the character has left in the current round. Each character has his own amount of movement points, that he is given at the beginning of each round. Movement points are depleted by performing activities; most of them cost some number of points to perform. For instance, moving onto clear terrain requires two M.P., while swinging a sword requires three. All activities — attacking, moving, using objects and so forth — can be mixed at your discretion, but only if there enough M.P.'s left in the phase.

A character's movement points are based on a combination of factors: Character Class, and the statistics for Vitality and.Current Encumbrance.

Vitality (Vital)

This is a measure of how well rested a person is. The greater the vitality a character has, the more movement points he will have in rounds to come. A character with 50% vitality would only be able to use 50% of their full M.P.'s in the next round.

As characters move about and perform different tasks, their vitality is reduced at the same rate as their actions' costs in movement points. So, if a party member with 100% vitality attacks with his sword (costing 3 M.P.), his new vitality would be 97%.

Vitality recovers with time. At the start of each round, every character's Vitality goes up by one quarter of his current Health score - if a character has 100% Health, he will regain 25% of his Vitality in the next round.

Health

This is a measure of the amount of damage a character can take before expiring. When a party member hits zero-percent health, he dies.

In fact, if a character with less than 50% health takes damage, the shock can kill him even if the blow doesn't take him to zero percent. The lower the health statistic is, the more likely it is that the sudden impact of a attack will be fatal.

Encumbrance (Encumb)

This is a measure of how much the character is carrying; it does **not,** as you might assume, measure the maximum that he can carry. Every object which may be found in a quest has an **encumbrance value**. As one would expect, heavier and larger objects have a higher encumbrance.

A character can only carry an item if he has encumbrance points to spare. Each character class (and each level of Paladin) has his own **maximum encumbrance** statistic, which determines how many objects that class can handle at once.

Carrying a lot of items causes two problems. First, it slows down the character, reducing the number of movement points available to him in a phase. Secondly, it makes the carrier an "easier target," and he is more likely to be attacked by foes.

Melee

This measures how skilled the character is in hand-to-hand fighting. The character who fights with a sword depends on his melee value to successfully land his blows. The higher the value, the more likely a character will make contact and inflict damage.

Aiming

For all characters, this statistic measures a character's accuracy with ranged weapons — bows, crossbows and arbalests. A character with a higher aiming skill has a greater chance of hitting a target from a distance.

Aiming also has an additional meaning for **mages.** A mage's aiming skill also measures his ability to target spells. A spell which misses has no effect, even on others near the intended target.

Detecting (Detect)

A Wand of Detection may be used by anyone. Its powers, when successfully engaged, allow a character to locate all his distant enemies at once. The detecting statistic is the percentage chance a character has to use the Wand successfully.

Seeing

Another magical device is the Ring of Farsight. which allows a character to perceive terrain otherwise hidden to him. The seeing statistic is the percentage chance that one has to successfully wield the Ring.

Arrows and Bolts

These statistics measure the amount of ammunition the character has ready for his or her ranged weapon. For more information on ranged weapons, see **Combat,** below.

Special Statistics - Armor and Sword Damage

There are two additional statistics for each character. These are never displayed during the game because they are the same for all characters of each class. The two statistics, **Armor** and **Sword Damage,** are used when calculating combat results (For more information, see **Combat,** below, and the **Young Paladin's Primer**).

Quest Enrollment

(If you have not already done so, use the Technical Supplement enclosed with Paladin 2 to guide you through installing, configuring and running the game. It will lead you to this screen.)

Playing Paladin 2 begins when you enter your Paladin in one of several quests; this is done in the **quest enrollment** screen. The screen is made up of four components:

Menu Bar

The first component is a menu bar bearing the title "Quest Enrollment." The bar also includes two icons, Help and Quit. Select the **Help** icon with the mouse or press **F1** for assistance in starting a Quest. Select **Quit** to exit the game.

Quests Available

The left-hand side of the screen contains a window, filled with a list of Quests. In fact, there are more quests in the game than fit in the space provided; to see the rest of them, use the **scroll boxes** at the top of the window, or press the **PgDn, PgUp** and arrow keys on your keyboard, to move through the list. To select a Quest, simply click on it with the mouse; it will be highlighted with a yellow bar to confirm your choice.

You can also add or remove Quests from the game. The **Add** option allows you to add a new quest taken from another disk — either a purchased add-on disk, or a disk used to store Quests made with the Builder program. Quests added to the game are copied into the directory where Paladin 2 is stored. If the list gets too cluttered, use **Remove** to delete Quests from the Paladin 2 directory. This command permanently deletes the currently selected quest, so use it with caution. Select these commands by clicking on them with the mouse.

Paladins Available

The window to the upper right is a list of the Paladins that have been created thus far. Each Paladin's entry displays his name, and either the name of Quest he is on, or **Available** if he is not currently being used. To select a Paladin to enter a Quest, just click on his entry. This window does not scroll; you may have only **four** Paladins created at a time.

There are three commands for this window. **Create** allows you to make another Paladin (if less than four exist currently); just enter his name when prompted. **Examine** lets you view the statistics of the highlighted Paladin, to help chart his progress as he ascends in abilities and status. **Delete** permanently removes a Paladin from the roster; use this command with caution.

Quests in Progress

The window in the lower-right corner is a summary of the games currently in progress. A **game** is a Quest which has a Paladin engaged in it, saved at a particular point in time. Up to four games may be saved here — one for each Paladin created. A particular game can be selected with the mouse.

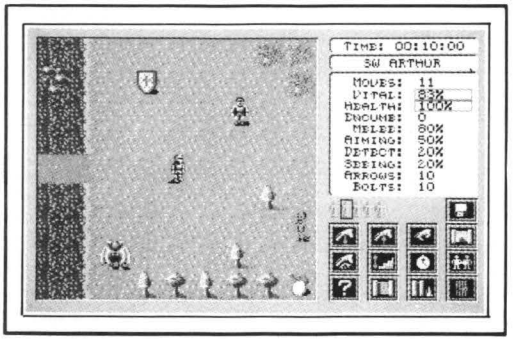
The three commands for this window are Make, Stop/End and Play. To **Make** a game, select a Quest, and a Paladin listed as **Available,** and click on the Make icon; you will prompted to choose a **skill level** (see below), and the game will then appear on the roster. Use **Stop/End** to delete a game you no longer want to play, but only if you are sure you are through with it. Use **Play** to play the game currently highlighted.

Beginner and Experienced Levels

When you create a new game, you will be asked to choose between **Beginner** and Experienced skill level, which affects the challenge of a Quest in two ways. At the Beginner level, enemies are less intelligent, and you are always shown the area immediately around your characters. At the **Experienced** level, enemies are smarter, and you will not see what is on the other side of walls and closed doors.

Selecting **Play** from the **Quests in Progress** window begins a game and brings you to the **Main Screen.**

The Main Screen



The screen display which you will see most of the time playing Paladin consists of three main elements:

Combat Window — On the left is the largest section of the main screen, the combat window. It is a close up map of the part of the scenario area, and stays centered on the currently selected character.

To the right of the combat window are a number of things:

At the top is the **countdown timer,** which displays the amount of time you have left to complete the quest. Each phase (yours or the enemy's) takes 30 seconds to complete, so a full round lasts 1 minute.

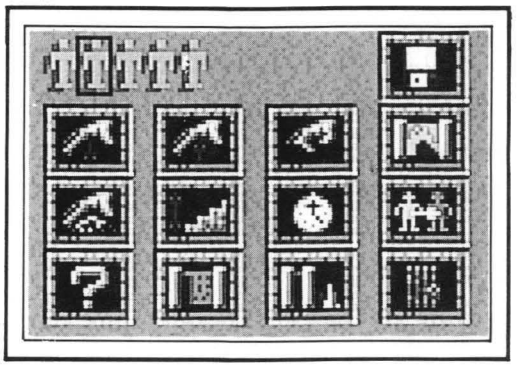
Below the timer is a small **information panel.** During your movement phase, it will display the name and rank of the currently selected character. In the enemy phase, it will read "Enemy Attacks".

Underneath that is the **statistics window.** This has two functions. During the enemy's phase, information on **enemy** attacks is displayed. In your phase, the **battle statistics** of the current party member appear.

Below the statistics window of the main screen display are the **icons** you must use to control the Paladin and his allies. They are described in detail in the pages that follow.

The fourteen icons located in the bottom-right corner of the screen offer nearly all of the controls for playing Paladin 2. Below are descriptions of each icon and how they work; following that are short chapters on the different facets of the game, explaining how the icons are used in each circumstance.

List Party



This icon consists of a row of men, anywhere from **one** to **ten** men wide.

Each figure in this icon represents a member of your party. The first is your Paladin, and the other characters are represented in the same order in which they are available for commands in the game. A box encloses the currently selected character.

The color of each icon designates the current **health** of its representative character. As a character takes damage, his icon **darkens,** starting at the legs and ending with the head. A character with an icon nearly totally darkened, has dangerously low health. When a character dies, he is removed entirely from the list.

When you select this icon, a window appears listing everyone in your party and displaying 5 of their battle statistics. By clicking on the **Stats 2** button, you can see the remaining numbers. After this, this button changes names, so you can similarly move onto screens detailing what **gear** everyone is carrying, and finally cycle back to the first Stats screen.

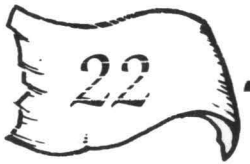
The "List Party" icon can also be used to quickly change which member of your party is currently selected for orders. The specific figure you clicked on when using the icon is highlighted in the stats and gear screens. Also, while any of these screens is up, you may click on a specific name to choose a new character. By using the **Change** button, you can return to the main display with that man selected, as long as he or she has movement points remaining for the current round.

Save/Quit

This icon consists of a picture of a computer disk.

This icon lets you either save your progress in the game, so that you can pick up where you left off later, or quit the game without saving.

Important Note: You can only save a game at the start of the Player's phase. At any other time, you will only have the option to **quit without saving.**



Drop Object

This icon consists of an arrow pointing **away** from an open hand.

Click on this icon to drop something. A dialog box will appear with a list of all the objects the current character is carrying. Note that ordinary swords and armor will not appear on this list, as they cannot be removed. Select the object you want to drop by clicking on it, and then using the **OK** button.

There are several reasons why you might want to drop something - perhaps because of its encumbrance penalty, or perhaps so that another character might pick it up. One object, the **sphere of deflection,** only works when you drop it.

A dropped object always lands directly **underneath** the character. You won't be allowed to drop anything if there is already an object under you. It takes 1 movement point to drop an object.

Pick Up Object

This icon consists of an arrow pointing **towards** an open hand.

Click on this icon to pick something up. Doing so will change the pointer into a pointing hand. Click with this on the object you want to take. The object must be directly under you, or on an adjacent square. It also must be visible on the ground - you cannot take anything directly from another character.

Note: Some objects have a special message associated with them which will appear whenever they are picked up.

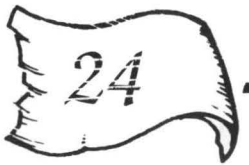
When you pick something up, your encumbrance total increases. This reduces the number of movement points you receive at the start of a round. It takes **1** movement point to take an object.

Use Object

This icon consists of a closed hand.

Click on this icon to use an item. A dialog box will appear with a list of all of the objects that the current character is carrying. Click on the object you want to use, and then on **Use.** Select **Cancel** if none of the current character's objects appeal to you.

Different objects require different amounts of **movement points** to use. The many kinds of objects and their effects are described in the chapter on **Objects and their Uses.**



Show Local Map

This icon consists of a map scroll.

This icon displays a small scale map of the terrain surrounding the current party member, allowing you to see more of the immediate area at once. Only known terrain is displayed; in other words, only terrain traveled to by a member of a party, or detected by Rings of Farsight and Wands of Detection.

Cast Spell

This icon consists of lightning bolts leaping from an open hand.

This icon will cause a dialog box to appear, containing with a list of all spells known by the current character. Select the spell you wish to use, and click on **Cast.** If the character has sufficient movement points to perform the incantation, he may try the spell. You will either be informed of his failure, or witness his success.

Note: Only some classes can cast spells.

Use Stairs

This icon consists of stairs, and an arrow pointing up and down.

Click on this icon to climb up and down stairs. As long as the way is not blocked, you will appear on the level that the stairs lead to. It takes 5 movement points to use stairs.

Note: If the corresponding square on the other level is blocked by another party member, the mouse pointer will change to a stop sign, and the command will be canceled. If the way is blocked by an opponent, your character will sneak up on it, send it crashing down the steps to its demise or disappearance, and your level will be changed.

Advance to Next Round

This icon consists of a stopwatch.

This icon ends the Player Phase. Use it only when you are sure you have finished all of the movement and activity you want to perform in the current round.

Upon selecting this icon, the Enemy phase will begin, and your opponents will have their chance to move and act. After they have completed their actions (providing members of your party still live), the next Player Phase begins.

Next Character

This icon consists of an arrow pointing from one man, to the next.

Click on this icon to select the next member of your party for orders. If you are on the last character in the list, you will be taken back to the Paladin.

Note: If a character has used all of its movement points for the current phase, the Next Character command will skip over him.

Identify

This icon consists of a question mark.

This icon is there to give you on-line help during the game. Click on **Identify,** and then on an area of the screen. A window will appear, explaining what that area is. This works for terrain, objects and people in the combat window, as well as icons and even information displays like the Statistics Window.

Quest Briefing

This icon consists of an open scroll.

This icon brings up a written introduction to the quest you are currently playing. You should read this whenever you start a quest, as it sometimes contains hints as to how to accomplish the orders at hand.

Quest Orders

This icon consists of a closed scroll and a small bar-graph.

This icon will display a summary of the various conditions which must be met for this quest to be won, and which have been achieved so far.

Unlock Door

This icon consists of a wooden door.

Click on this icon to open a door to which you are adjacent. The mouse pointer will turn into a small key. Place this key over the door you want to open, and click with the mouse. If you have enough movement points, and are standing next to it, the door will open. Stone and secret doors take **five** M.P. to open, while wooden ones require **three.**

Controlling Characters

In each quest, you control the actions of the Paladin and all of his allies. You issue each character individual commands; in other words, only one character can be controlled at a time.

This is the currently selected character. He is kept in the center of the combat window during the Player Phase, to aid in identifying him. Additionally, his name and statistics appear on the information panel.

Orders can be given out to all characters in any order or combination. You do not have to complete moves for one party member before moving the next.

Selecting Characters

When each Player Phase of combat begins, you will automatically be in charge of the Paladin. To give orders to someone else, you must first **select** them. There are **three ways** to select a character.

The first is to use the **Next Character** icon. This will automatically select the next character in the party. If a character is out of movement points in the current phase, he will be skipped over in moving to the next available warrior.

The second way is to use the **List Party** icon. By clicking on one of the figures on this icon (arranged to represent the battle order of your party), a new character can be chosen. Also, you can choose another character from the List Party window by clicking on his or her name. In either case, you must click on the **Change** button to confirm your selection. If the character you wish to control is currently out of movement points, you will be notified and the selection will be canceled.

The third way to choose a new character is simply to **hold down the ALT key** and **select him with the mouse.** The main disadvantage to this is that you can only choose the characters within sight of the currently selected person.

Note: If you are at the beginning of the game, and are having trouble finding or selecting all of your characters, make sure that all of your currently visible characters are **off** the **entry** pentagram. All new characters arrive there for their first round, and can only materialize when the pentagram is clear.

Movement Points and Selecting Characters

When a member of your party completely runs out of movement points, the computer will automatically transfer control to the next member. The character with no M.P.'s will then be unavailable for control until the next round.

When all of your characters run out of movement points, The phase ends automatically. Otherwise, select the **Advance to Next Round** icon to end the Player Phase if you don't want to spend all of everyone's M.P.'s.

Moving characters in Paladin 2 is easy. There are two different methods, which can be used **in any combination:**

Step-by-Step Method

This is a quick way of carefully controlling a party member in tight situations, or over short distances. In this method, the currently selected character can only walk in the direction he is facing. To make the character walk in a particular direction, simply **right**-click on an adjacent square in the direction you wish him to go. If the character was not facing the square, he will spend **one** movement point to do so now, and you will have to give the command again. If he is facing the proper direction, the character will move onto the adjacent square. You can continue this process until the character it out of movement points.

Important: Do **not** use the **left** mouse button when moving step-by-step. The left button is used for combat (see below) and you might end up attacking your comrades.

Tracing a Path

This method is best for fast movement over long distances. To use it, **left**-click on the currently selected character and **hold** down the button. Next, drag the mouse pointer along the path you wish the character to take. The computer will draw out a path for the character to take, stopping at obstacles, or when he runs out of movement points. If you have made the path too long, or have chosen the wrong direction, just move the pointer backwards along the path, and it will recede. **Let go** of the mouse button, and the order will be carried out.

Movement Costs

Each type of terrain has its own cost in movement points. These costs are deducted as you move into each square.

Additionally, moving diagonally into a location carries a slightly greater cost, as more distance is actually being travelled.

Finally, turning in place costs 1 movement point.

Obstacles

There are certain things that will obstruct one's movement through a location. First, **walls** are obvious obstacles. Second, you cannot pass through any square occupied by either a **party member** or an **opponent.** Thus, one character cannot slip past another while in a narrow corridor — this has a tremendous effect on strategy. Finally, some **large objects** are such obstructions that characters cannot pass through them. Plan your moves with all this in mind.

Animated Movement

When loading the game, you will be given the option to turn **animated movement** on or off. If you leave it on, you will see each character walk to his destination with full animation. If you turn it off, the character will just appear there. Making movement instantaneous is one way to speed up gameplay. If you like, you can also toggle animation on and off during the game by pressing **F5.**

There are a number of ways to engage in combat in Paladin 2. Magic spells, devices and spells can be used as weapons; those are discussed in the chapter on **Magic,** below. This chapter looks at more mundane fighting techniques: swordplay and ranged weapons.

Sword Fighting

All of your party members carry swords (although some are better with them than others). This is for close-range, **melee** fighting, and characters can only attack enemies who are on an adjacent square.

To make the currently selected character attack an opponent, just **left**-click directly on the enemy's square. A character will only strike out in the direction he is currently facing, so you may have to turn around first (see **Movement).** A sword attack costs 3 movement points.

Of course, your character will not automatically hit his target. However, if he does, a small skull will appear over the opponent. If the enemy is killed, a larger skull will appear, and the opponent will vanish.

Don't forget that your party can be attacked, too. The same symbols will appear when your party members are attacked or killed. Also, a panel will appear when one of your party has died, to tell you who was responsible.

***Note:** It is possible to hit your own troops by mistake, so think before you swing!*

Melee Damage

The amount of damage a character does with a successful sword hit depends on two statistics: his rating for **Sword Damage,** and the **Armor** rating for his opponent. Each statistic is based on character class.

Damage is calculated by subtracting the attacker's Sword Damage from the defender's Armor rating; the result is how much Health the target loses. For example, a Fighter, whose class has an Armor rating of 30%, is hit by your Paladin, whose class has a Sword Damage rating of 80%. The damage received by the Fighter is 80%-30% = **50%.**

Ranged Weapons

Bows, Crossbows and Arbalests are **ranged weapons.** They have an advantage over swords, in that they can attack targets from much further away. Their main disadvantage is that they require ammunition, either **arrows** or **bolts,** to fire. Firing a ranged weapon uses the **Aiming** statistic to determine success, instead of the **Melee** skill.

To use a ranged weapon, be sure your character has the appropriate ammunition ready — if he does, it will register in the statistics window. Click on the **Use** icon and select the weapon you wish to fire.

After this point, Bows and Crossbows (and Arbalests) work differently. For a **bow,** the mouse pointer will become a crosshair; click on the target with this and the character will fire. A character can fire at any target within 45 degrees of the direction in which he is facing, so you may need to turn the character before firing. Arrows are stopped by obstacles, so your party member may need to move into a clear area to reach your target.

For **Crossbows** and **Arbalests,** the character can only shoot directly in the direction the character is facing. The character aims by facing the character; **Using** the weapon is all you need to do to fire. Bolts fired by these weapons continue until they hit a creature or a wall, or leave the playing area.

The three weapons differ in how much damage they inflict: Bows rate **50%,** Crossbows **80%** and Arbalests **90%.** Additionally, each weapon has a different cost in movement points: Bows cost **three** points, Crossbows cost **five** and Arbalests cost **seven.**

Ammunition

There are two kinds of ammunition. **Arrows** are used in bows, and **Bolts** are used in crossbows and arbalests. Party members usually already have ammunition ready to fire, but a Paladin who picks up a ranged weapon will have to find some.

To use ammunition found in the playing area, first **pick it up.** Then, **Use** the ammunition; it will then be registered in the appropriate location on the statistics window, and your Paladin is ready to shoot.

There are ten magic spells in Paladin 2: **Confuse, Detect Door, Enchant Sword, Fireball, Fog of Evil, Invisibility, Mind Stun, Shield, Speed** and **Wall of Flame**. Many of these spells can be used as weapons against your opponents; however, there are other spells that are at least as important as the offensive ones, and should not be overlooked.

Of your party members, **Mages** have the most familiarity with magic. They can cast all ten spells. Aside from them, **Rangers** are the only characters with any magical ability. However, a ranger can only cast four spells: **Detect Doors, Confuse, Speed** and **Invisibility.**

For more information on each spell, see the **Young Paladin's Primer.**

Spellcasting

To have the currently selected character cast a spell, simply click on the **Case Spell** icon. A list of available spells will appear; click on the one you want to cast.

With some spells, you will have to choose a specific target, as if firing a bow (see **Combat,** above). With others, the spell's effect will occur in the direction that the character was facing when he cast it, as when using a crossbow.

Potions

Any character can use a Potion. There are ten kinds of potions available; each duplicates a magic spell. A character who uses a Potion is essentially casting a spell, even though he may not have any magical abilities. However, a potion can only be used once, whereas spells can be cast repeatedly.

Magical Objects

There are several magical objects available to the party. Some are weapons, like the Orb of Lightning. Others can be used to aid in a character's defense. Still others have various benefits to the party. Each is activated and used in different ways; for more information, read the next chapter.

Objects and their Uses

There are many different objects which can be found within Paladin 2. Each has a different purpose, encumbrance value and time (in movement points) needed for use. These objects are summarized in the table below, and described in detail on the pages that follow.

	Encumbrance	*Movement Points*		*Encumbrance*	*Movement Points*
Orb of Lightning	2	5	**Sphere of Deflection**	2	n/a
Orb of Fire	2	5	**Amulet of Levitation**	1	11
Explosive Crystals	3	4	**Prisoner**	6	n/a
Potion of Vitality	1	9	**White Scroll**	1	n/a
Bag of Holding	0	n/a	**Black Scroll**	1	n/a
Potion of Healing	1	9	**Detect Doors Potion**	1	5
Quiver of Arrows	1	1	**Confuse Potion**	1	4
Quiver of Bolts	1	1	**Invisibility Potion**	1	10
Bow	2	3	**Fireball Potion**	1	10
Crossbow	4	5	**Speed Potion**	1	10
Arbalest	2	n/a	**Mind Stun Potion**	1	10
Magic Sword	2	3	**Shield Potion**	1	5
Magic Shield	3	n/a	**Wall of Flame Potion**	1	10
Ring of Farsight	1	9	**Enchant Sword Potion**	1	5
Wand of Detection	1	9	**Fog of Evil Potion**	1	10

Quiver of Arrows

Arrows are always sold **ten** to the quiver. Remember that you must not only **pick up** a quiver, but you must also **use** it, to prepare it for quick access. Then, the arrows will be added to the **Arrows** statistic for that character.

Quiver of Bolts

Similar to a Quiver of Arrows, this holds 4 bolts for use with Crossbows and Arbalests. Again, the Quiver must be used before the bolts can be fired. The bolts, once used, will be added to the character's personal statistics.

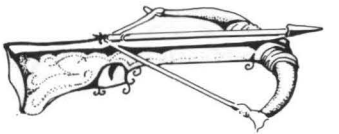
Bow

The Bow is the simplest of the ranged weapons. It requires **arrows** to fire, and the arrows must be **used** before they are made available to the archer. The bow inflicts **fifty percent** damage for each successful hit.

For more information on how to fire a bow, see the **Ranged Weapons** section of **Combat,** above.

Crossbow

A Crossbow is a crank powered, rifle type bow. A party member must be similarly armed to use a crossbow as he must to use a bow, except that this weapon uses **bolts** instead of arrows. Due to its greater strength than a regular bow, a successful crossbow hit inflicts about **eighty percent** damage. It is also more of a burden to carry, and takes longer to load and fire.

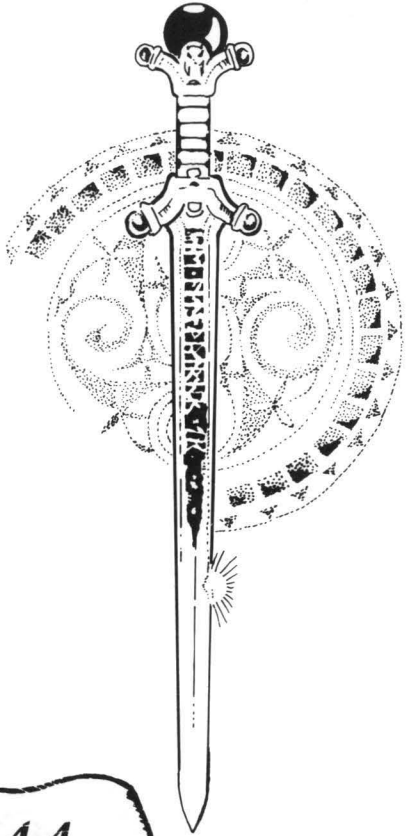


For more information on how to fire a crossbow, see the **Ranged Weapons** section of **Combat,** above.

Arbalest

An Arbalest is the ultimate ranged weapon — it is even heavier than a crossbow. It is identical in operation to a **Crossbow** (see above), except that it inflicts **ninety percent** damage for each successful hit. However, it is extremely heavy, and takes a very long time to load and fire.

For information on attacking with an Arbalest, see the **Ranged Weapons** section of **Combat,** above.



Magic Sword

These enchanted blades are sharper than those made with mundane techniques. No special preparations need be performed to use a Magic Sword; simply **pick it up.**

Attacking with a Magic Sword adds **ten percent** to the damage a character inflicts with a successful blow. It in no way affects your accuracy.

Magic Shield

While not technically a magical weapon, the Magic Shield is grouped here for its ability to protect against an enemy's weapons. Like a Magic Sword, **pick up** the Shield, and it automatically begins to work for you.

A Magic Shield reduces the amount of damage a party member will take in combat by **twenty percent.** In other words, if a Thief (with armor protection of 15%) is hit by a Fireball (inflicting damage of 90%), he would normally take 75% damage. With a Magic Shield, he would take only **four fifths** of that - 60%.

Orb of Lightning

These magic orbs are powerful, explosive weapons. When **used,** a bolt of lightning streaks out in the direction the user is facing. The bolt travels in a **straight line** until it hits a creature or a wall, or runs out of energy. Orbs disintegrate when used.

An Orb of Lightning inflicts **ninety percent** damage, in a **three-by-three** square around the target. Caution should always be exercised that allies, or items valuable to the quest, are not within the perimeter of the blast.

Orb of Fire

Orbs of Fire are similar to Orbs of Lightning, but with a crucial difference. The user of the Orb can direct it to attack a **specific target,** in the same way one aims an arrow. First, use the orb, and the pointer will turn into a crosshair. Point at the intended location of the blast, and click the left mouse button to fire. You do not need to be facing a target to attack it.

If successful, the target and all standing adjacent to him will be engulfed in a **three-by-three** square of flame, which inflicts **ninety percent** damage to all characters within it. As with the Orb of Lightning, be careful of who or what is near the intended victim.

Explosive Crystals

Explosive crystals are a very powerful, time delayed explosive device. They are a time-delayed explosive, that attacks all people, creatures and items within a **five by five** square centered on them.

To use explosive crystals, simply **drop** them. A smooth surface will appear on the floor, as a sign of imminent detonation. The crystals will explode when the character has run out of movement points, or when control is passed to another character. Therefore, you should always make sure that the character dropping the crystals has enough movement points and a clear path to escape; otherwise, he will be engulfed in the blast along with everything else. On that note, all other party members should also clear the area **before** the character drops the crystals.

One hundred percent damage will be inflicted to anyone within the crystals' blast radius. Remember also that once a crystal is detonated, it **cannot** be stopped.

Ring of Farsight

This small, magical ring reveals all man-made structures on the same level as its user. In essence, it gives you the floor plan of the level you are on. To activate the Ring, simply **use** it.

A character's percentage chance of successfully using the Ring is his or her **Seeing** skill. You must be standing on or next to a source of water for the Ring to work.

Wand of Detection

This is a magical device that works like the Ring of Farsight — it reveals the layout of a large area of land around the user, including any enemies within that area. If the enchantment fails, then only the terrain that the user has personally traveled is revealed. To activate the wand, simply **Use** it.

The Wand of Detection has three differences from the Ring of Farsight. First, it has a shorter range. Second, it does not require a water source to work its magic. And third, the percentage chance for successfully using the Wand is the character's Detecting skill.

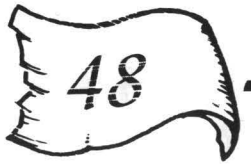
Sphere of Deflection

The Sphere is a protective magical device. When its enchantments are activated, it causes any **Fireballs** and **Orbs of Fire** that enter its square to immediately detonate. The Sphere is activated by **dropping** it, such that it will lie between you and the enemy. Anyone standing in an area adjacent to the Sphere will be affected by the explosions it deflects, so immediately step away upon dropping it, and keep all characters clear of the area.

The Sphere is not indestructible. When deflecting a blast, there is a **one-in-ten** chance of it shattering.

Amulet of Levitation

Using an Amulet of Levitation allows a character to float above the ground, ignoring terrain costs and movement restrictions. With an Amulet, he can fly over every type of terrain except closed doors, solid rocks and walls. Every terrain square costs **one** movement point to cross.



The Amulet's spell lasts until another party member is selected, the character runs out of movement points or tries to perform certain actions other than moving. The actions that will break the Amulet's levitation spell are: **taking, dropping,** or **using** objects, attacking with a **sword,** using **stairs,** opening **doors,** and **casting** spells.

When the character drops to the ground, there is a **ten percent** chance that he will crash. Crash victims take **ninety percent** damage. If the character is above a full **water** square or a **black** square (representing nothingness) when he lands, he will die.

Bag of Holding

A Bag of Holding is a magical container that increases your maximum encumbrance by 10. It in effect holds several objects while lightening their weight. A bag will automatically function if you are **carrying** it - the Use command is unnecessary.

It is possible to carry several bags at once — each will add 10 encumbrance points to your carrying capacity.

(To activate the enchantment of any potion, simple **use** it.)

Potion of Vitality

This elixir restores the "vim and vigor" of the character who uses it. Each potion used adds fifty percent to the character's Vitality (up to the maximum of 100%).

Potion of Healing

This special mixture of rare herbs adds **fifty percent** to the character's current Health, up to the maximum of 100%.

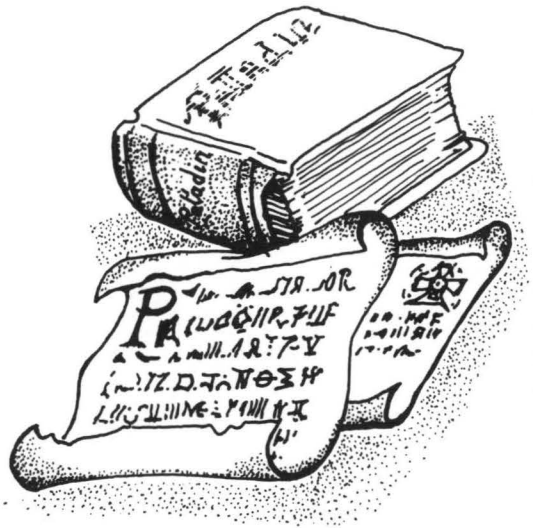
Spell Potions

For each of the **ten** spells in the game, there is a corresponding spell potion. The ten spells are explained in detail in the **Young Paladin's Primer.**

They all work in the same way — as soon as the mixture is swallowed, the effects of the spell in question occur, as if the user had just cast that spell. Thus, if a Swordsman **uses** a Fireball Spell Potion, a Fireball will immediately roar away in the direction he is facing, just as if he had cast the spell himself.

It doesn't matter that the Swordsman normally cannot cast a fireball — anyone can use Spell Potions.

Prisoner



Prisoners are unlucky people being held captive by the forces of evil. Many quests will require that you **pick up** all prisoners and exit the combat area with them. Prisoners are therefore burdens that can slow down party members.

White Scroll

White scrolls are ancient writings by good mages and scholars. Collecting them is sometimes one of the goals of the quest. They are usually written using ancient and complex languages, and thus cannot be used by the mages in your party.

Black Scroll

These diabolical tomes contain powerful black magical rituals that must be kept out of the hands of evil arch-wizards at all costs. They should be destroyed on sight. Their black magics are uncontrollable to your mages, and thus they are not usable by them.

This chapter discusses some aspects of completing a successful Quest.

Deploying Your Party - The Entry Pentagram

The members of your party enter each quest through a special Entry Pentagram. This must be cleared before the next character can appear — in other words, you must move the previous one away.

Opponents' Behavior

When your enemies spot you, they will come and attack. If they have no clear target, they will instead guard objects in their vicinity. For example, if a Fighter is near a white scroll which you must capture, he will guard it until a party member enters the area.

Fulfilling Quest Goals

Each of the six Quest goals will require different actions and strategies:

- **Rescue all prisoners held within the combat area** - *Prisoners may be found throughout the quest area; pick them up to free them. When all of the prisoners in the Quest have been freed, the goal will be checked off on your scroll.*

- **Obtain all white scrolls** - *White scrolls are ancient writings by good mages and scholars. Collecting them is sometimes a scenario objective. They are not usable in the game, except as objects to be carried.*

- **Ensure all party members escape the area by the special Exit Square** - *You have until your time limit expires to have each surviving party member reach and step onto the Exit Square. It sometimes might take you a while to find it.*

- **Kill at least a specified percentage of your opponents** - *This is self-explanatory.*

- **Destroy all black scrolls** - *These diabolical tomes contain powerful black magical rituals that must be kept out of the hands of evil archwizards at all costs. They should be destroyed whenever possible. They are not usable, except by the damned and insane.*

- **Capture and hold all sentry posts** - *Note that sentry posts protect characters on them. Such characters will take only four fifths of the damage they would usually take from combat attacks.*

Paladin 2 Suggested Tips and Tactics

If the enemy has Magic Orbs or Fireballs, avoid clustering your people together - always try to keep a square between each. This avoids having two or three casualties from a single blast.

By the same token, these weapons are best used against groups of foes. Unless you have a lot of Orbs and Fireballs, **don't waste them against single targets.**

Remember that your aim is to fulfill the quest objectives, not to kill all opponents. **Doing your job and getting out fast** can often be much more successful than a frontal assault.

Take advantage of any objects you can get your hands on - they are an important part of the game. Be sure to give them to the people who can best use them.

Use your spellcasters. Don't ignore the supportive spells such as Enchant Sword - they can be as useful as inflicting immediate damage with a Fireball.

The most difficult judgment is deciding **how to use your Paladin.** He is a powerful character, and his abilities will only go up with personal combat experience. However, if he dies, you have lost. Try and ensure that he is never completely alone or unable to pull back.

Delving

Difficulty: Easy

A childhood friend, Raphael Cross, has been captured in battle while trying to drive a black magic sorcerer out of the area. You must now confront the wizard in his stronghold, and rescue your friend and his party. The sorcerer is known to keep his captives in dungeons deep under the ground.

If you are sensible, you will have to do a lot less fighting then you might think. Pick up all objects that are not too heavily guarded, especially distance weapons.

Capture

Difficulty: Easy

A group of bandits led by a local warlord, Kesrin, are overrunning an area of quiet, peaceful countryside. It is your job to take the vital river crossing points, so as to check their advance. Kesrin has also obtained some excerpts from the Book of N'Kano. You must destroy these before he sells or gives these to a Dark Mage who can decipher them.

Take the nearest sentry post, then send some of your men to collect the scrolls and finally reach the other post.

Escape — Difficulty: Easy

A group of adventurers have been trapped by a large band of Trolls and their allies. Led by you, a few have managed to keep their freedom so far. Your party is now very close to a magical portal to safety. The portal is supposed to be north or north east of where you start. Your one aim is to reach it and escape.

Your party is not equipped for heavy in-fighting. Move as fast as possible, and get out. Extra equipment may be more of a burden than a help.

Rescue the King — Difficulty: Medium

The Elven King has been taken prisoner by the Dragon Wolmire. This threatens the alliance between the Humans, Dwarves and Elves. Without the King's calming influence, the alliance could break down, and the dark force army will enter our fair land unopposed. Rescue the king and return the Elves to the alliance before the dark forces can regroup.

Enter the castle by blowing a hole through the gates. Use long-range spells and watch out for the sorcerers and dragons. The toughest fight is on the second level. Have several fireballs and lightning orbs ready. Pick your way through the rooms slowly. Destroy as many opponents as you can on the first level, as you have to return part of the way to the exit.

Houses — Difficulty: Medium

The shadow woods are well known for the dangerous creatures that inhabits them. Normally, this would be the last place you would choose to go. However, a collection of magical texts have been stolen from the great library at Celaeno, and it is vital that you recover them before their secrets fell into the wrong hands.

Move quickly through the woods and concentrate on the houses. You will have to go below ground sometimes. Preserve your one Mage carefully.

Dark Scrolls — Difficulty: Medium

You and your band of adventurers are to enter the Dungeon Kalimore and destroy the Dark Scrolls of the dark lord. Rumors say he is preparing to escape imprisonment in the netherworld, where he was banished 500 years before. These scrolls are crucial to his power.

This is a two-level dungeon, filled with all types of opponents. Use long range spells and weapons whenever possible. If you suspect an enemy is just beyond visual range, fire a lightning orb. Take your time.

Mage Battle — Difficulty: Medium

During one of the major campaigns between the forces of Light and Dark, a brave Paladin led a group of White Wizards in a surprise attack on the Dark Mages. The ensuing battle devastated the countryside for miles. 80% of the White Wizards perished and 95% of the Dark Mages did not survive. The Paladin survived with serious wounds. A major truce was called as the forces of both armies were severely decimated. This led to the uneasy truce which exists today.

Fire lightning spells and flame potions up the middle as soon as possible. You will be up against magic-users who will not hesitate to throw spells. Use long-range weaponry whenever possible. If not possible, close with the enemy and make them fire spells that will hit their own forces.

Rescue the Princess — Difficulty: Medium

Rescue the Dwarven princess who was captured in a raid. She will be the future Queen, so her rescue will help strengthen the alliance between Humans and Dwarves.

This is a one-level fort full of enemies. Pick your way slowly from room to room. Look for all the scrolls in all the rooms. Be careful when you throw long-range spells, as you may destroy scrolls vital to your success.

Coast — Difficulty: Medium

A group of smugglers have been using a remote stretch of the Denaki coast to secretly bring weapons into the area. These are being supplied to both sides in a bitter local power struggle. To stop the conflict and ensure the safety of the innocent locals caught up in it, you must convince the smugglers to leave by inflicting heavy losses.

You start with long-range weapons and magical allies. Use them. Try and hit and run as much as possible, and don't get caught up in long exchanges of blows.

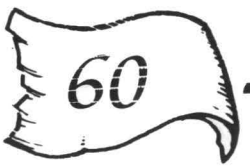
Thieves Night Out — Difficulty: Medium

Your Paladin leads a band of thieves in an attempt to steal Dark Scrolls from a heavily fortified fortress.

Enemies abound in this two-level dungeon. Conserve some long-range spells for the second level, where you will definitely meet some heavy opposition. At the chamber before the treasure room, be careful where you throw spells as you may destroy scrolls vital to your success.

A Hunting We Go — Difficulty: Medium

Drive the Trolls and their leader from the forest of King Valden. You will have a powerful Mage accompany you in case the Troll leader is well versed in magic.



You will face many Trolls. Firing long-range spells immediately may help you out. A Troll is waiting just north of your entry point to attack. Ensure you keep your Paladin and Mage safe. Don't become over-eager and rush into a magic attack.

Mansion — Difficulty: Medium

The Troll Warlord Raygask has led a force of his Trolls and some mercenaries against the against the stronghold of Eshim Venasta, a respected mage and ally of your liege lord. If he can hold the mansion for long enough, he will use it as the base for an attack into the surrounding area. You must stop him from doing that, by eliminating his troops.

You cannot avoid fighting in this scenario. Explore the area systematically and thoroughly. Keep your force together, but don't bunch too close, or you might all get wiped out by a single fireball.

Fortress Noirde — Difficulty: Medium

The enemy quietly built a fortress in the major Eastern Passage, cutting off our commerce. We were so busy fighting them in the south that we were not aware of this until too late. It is not fully manned, so a small band should be able to take the fortress. It must be taken at all costs.

Kill everything in sight. You must kill all the enemy and occupy the NE sentry posts. Check every room for enemies.

Hunt — Difficulty: Hard

To the north of the free city of Torning lies an unexplored and hostile wilderness. An expedition led by the famous scholar Paul West ventured into the wilds. Weeks later, two of the group staggered back to Torning. Their friends had been captured. The city has asked you to help find its revered scholar, and retrieve the magical texts he had with him.

Lack of magical firepower is your main limitation. Pick up all of the useful objects you can find, especially distance weapons.

Islands — Difficulty: Hard

Sulis Venway was one of the greatest wizards ever to have lived. The magical islands he created to amuse friends are a wonder of the world. After his death, they went through a variety of owners, most recently the necromancer Varrus. The local people wish to drive this mage out. If you can take possession of the islands, they will follow and mop up any resistance.

At all costs, preserve your men. You will have to take several sentry posts, and cannot afford to lose anyone.

Ambush — Difficulty: Hard

This is the first of the chained quests. Your advance scouting party has discovered information of a major attack on the Light Armies that could

lead the Dark Forces to total victory. You must get to your army with this vital information. On the way back, you are ambushed in a combination magical and conventional attack. You know a powerful Mage or Mages are in the ambush, as walls appear on all sides of you, with the only way out being through the enemy.

This is a difficult fight. Move forward slowly, throwing long-range spells as you move. Be careful not to get your own men in the line of fire of a spell. You may get lucky and take out the powerful enemy mages.

The Skirmish — Difficulty: Hard

This is the second of the chained quests. After getting past the ambush, you run into the elite Dark Force squad. On either side of you is a chasm with small crossing points on either side. There is only one way out...forward! But even if you survive, you will likely be captured and imprisoned in Vales Tower.

Fire and move forward. Nothing but enemies are about. Use long range weapons and spells. Be careful not to get your own men in the range of your spells. Do not bunch your men together.

Escape Vales Tower — Difficulty: Medium

After being captured by the dark forces, you engineer an escape. You fight through three tower levels, rescuing some of your men on the way. Capture any scrolls you find on the way out. This is the last of the chained quests.

Move slowly. You will not be up to full strength, but there will be plenty of enemy soldiers/creatures to bar your way. Send one person out as an advance scout. Never let your scout stray too far — always have backup. Conserve movement points for the times you may run into heavy concentrations of enemies.

Castle — Difficulty: Very Hard

The feud between the Castigen and Renfield families is old and bitter. When Lord Castigen sent a delegation to negotiate with the other nobleman however, they were kidnapped. Your old friend Castigen has asked you to lead the rescue attempt.

Stay together and search the castle thoroughly. Your mages are your main asset. Use any long-range weapons you can.

Catacomb — Difficulty: Very Hard

The arch-necromancer Tash Morgan has been using the infamous Panoke Manuscripts to raise zombies. He must be stopped before he can perfect the art, and summon whole legions of the damned to his service. You must do this by destroying all of the Panoke volumes he holds.

You have a great deal of territory to cover. Avoid unnecessary fights, and move as fast as possible.

Included with Paladin 2 is a powerful **scenario builder** program. It allows you to design new quests of your own, in addition to the twenty which are supplied with the game. The quests you make can be just as complex, and utilize all the features, of the predesigned ones — you can even **chain** them into mammoth campaigns! Each quest can take place on up to **five** levels of square terrain, and have its own party, opponents, objects and goals. Creating new Quests is a good way of sharpening your Paladin's skills; also, it's fun to challenge your friends to conquer your latest creation!

(To learn how to run the Builder program, refer to the Technical Supplement enclosed with this game.)

Overview

The builder program operates from only one screen. The largest section of this screen is the **design window,** located to the left. This shows only part of the current level of the quest you are designing. Your position within the whole map is shown at the bottom right of the screen. Click on the **red arrows** in the same corner with the left mouse button to scroll around the map. For a quicker way to move about, click the **right** mouse button instead (or use the **Whole Map** command from the **Map** menu — see below.)

On the right of the builder screen is a large window containing up to 30 terrain squares. This is the **pallet window.** When you want to add terrain to the quest map, this is where you select it from. Click on any square in the pallet, and that becomes the currently selected terrain type. The **name** and **picture** of the selected terrain is displayed just below the pallet window as a reminder.

To start a new design, select **New** from the **File** menu (see below). Now you can click anywhere on the design window, and a terrain square of the currently selected type will be placed there.

Nearly everything you need to do in the builder is accessed through the seven **pull-down menus** at the top of the screen. The options on each menu are explained on the pages that follow.

Some Hints on Building Quests

- *When designing quests, avoid the temptation to throw everything into each one you create. A quest with 60 opponents and objects, 10 party members and every victory condition required will probably not be the ultimate challenge, but more likely just confusing and slow.*

- *It's always possible to set up quests with a pathetic opposition and huge resources for the player, and then win every time. However, you will probably get the most fun out of the game by giving yourself a real challenge.* ***The point of the game is to test your ability to make decisions in tough circumstances.***

Quest Builder - The FILE Menu

The Commands in this section allow you to create, delete, modify and link quest files.

About - *This displays the credits for this program.*

New - *This removes the currently opened Quest (if any), and gives you a clear map, ready to start a new design.*

Open - *Use this command to load up a quest that you have saved previously. You will be prompted for the title of the quest. Use the arrow buttons to highlight the correct quest before responding.*

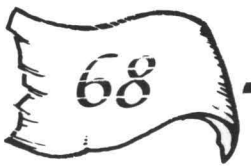
Save - *This saves a partially designed quest, so that you can continue with it later. Even if incomplete, a quest must have certain things set before it can be saved. These are:* ***Entry and Exit Squares, Victory Conditions,*** *and* ***Quest Name.***

Close - *This quits the current quest without saving it. Any work done to the quest since the last save will be lost.*

Change Disk - *you must use this command before switching to a new quest disk. This is useful when accessing new Quests from a floppy.*

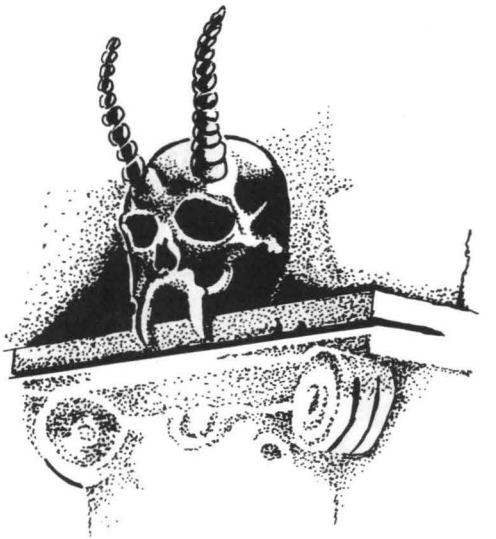
Chain - *This displays a dialog box, which allows you to enter the name of another quest. If the player wins this quest, he and his party will move on to the next one, listed here. This is how you chain quests.*

Quit - *Exits the Quest Builder.*



The MAP Menu

The commands in this menu help you better view the full scope of your creation, as well as offer some basic commands to create or copy large sections of terrain.

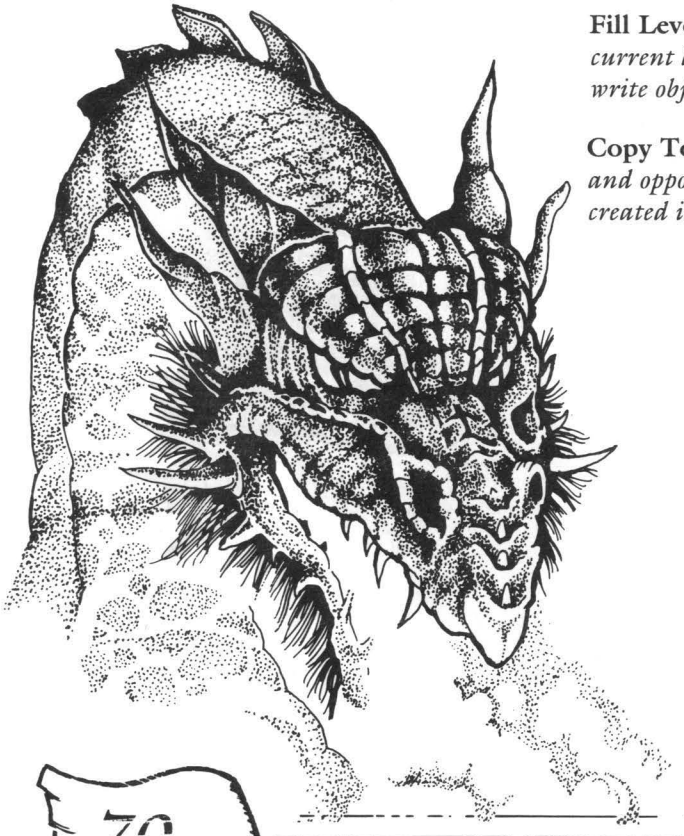


Whole Map - *This shows you an overview map of the entire current level. Click anywhere on this map, and you will return to the normal display, but at the location pointed to by the mouse. This is a quick way to move around the large quest area.*

Totals - *This tells you how many objects, opponents and special text messages you have placed in the quest.*

You can have up to 60 creatures and 60 objects in a quest. Additionally, your party is limited to 10 members, including the Paladin. Also, there can be up to 20 messages associated with terrain squares in a quest, and every object can have a text addition.

Fill Screen - *This fills the whole area visible in the design window with the currently selected terrain. This will not overwrite objects or opponents, and is a handy way of quickly creating a ground or floor pattern for the area.*



Fill Level - *Similar to the Fill Screen command, this fills the entirety of the current level with terrain of the currently chosen type. This will not overwrite objects or opponents.*

Copy To - *copies the contents of the current level to another level. Objects and opponents are not copied. Multiple levels of the same building may be created in this way, with each level later modified to make it unique.*

The LEVELS Menu

Use this menu to move from level to level (numbers **1** through **5**), within the quest currently being edited.

The PALLET Menu

There are too many different terrain pieces in the program, to be displayed in the pallet window at once. The squares have therefore been divided into **eight** groups; use this menu to switch between them. For reference, the groups are: **Grass, Organic, Water, Stonework, Woodwork, Furnishings, Objects** and **Opponents.**

Important Note: The blank squares on various terrain pallets will erase any terrain onto which they are placed. The blank squares on the Opponents pallet will erase any object or opponent onto which they are placed. However, a blank terrain square will not affect an object or opponent in the same location, and a blank opponent square will not affect the terrain beneath it.

The EDIT Menu

This menu contains commands that help you personalize your quests, by letting you determine their backgrounds and goals, and customize the opponents, objects and terrain contained within them.

Briefing - *Use this command to enter the quest's introduction text. This should describe the **background** to the adventure, and if you like, give some **hints** as to how it may be completed.*

Victory Conditions - *Set the quest objectives here by checking off the ones you want. Every quest **must** have a **time limit,** and at least **one** other victory condition.*

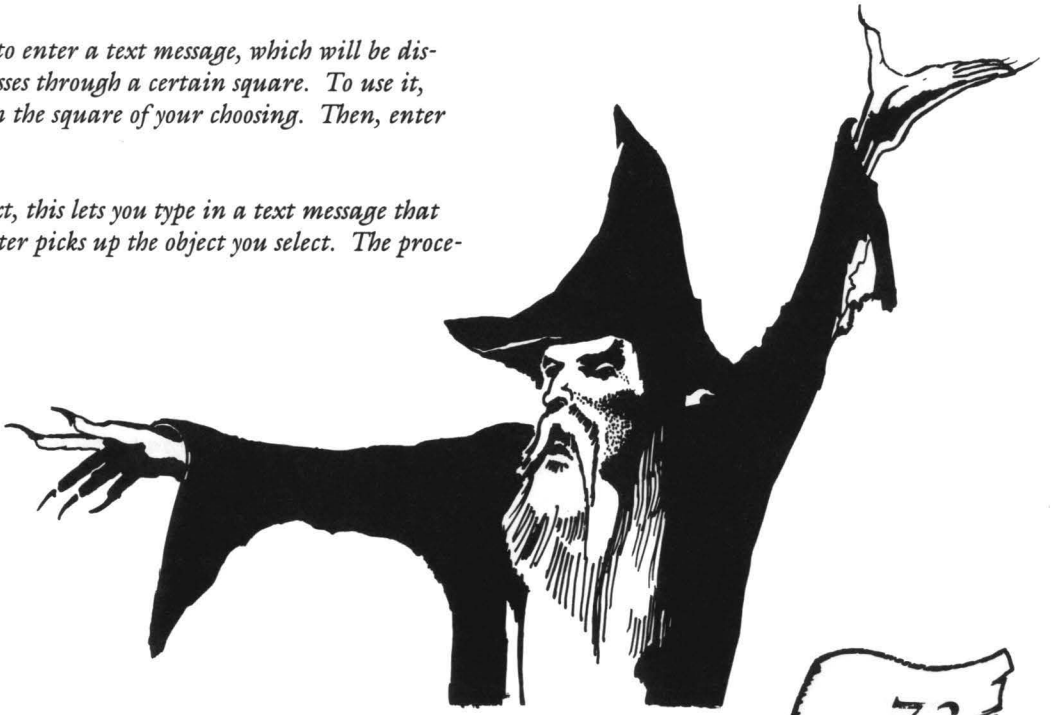
Name Quest - *This allows you to assign a **name** and **difficulty rating** to your quest.*

Edit Opponent - *This command lets you customize the abilities of your opponents. Select this, then click on an already placed opponent to set his personal characteristics. You can define his current level of **health, accuracy** statistic (which sets the opponent's melee and aiming ability), **initial encumbrance, bonus moves** and **spellcasting** capability. Assigning a character bonus moves gives them more movement points per round than the usual member of their character class. The more initial encumbrance you allocate a foe, the more **equipment** the computer will allot him at the start of each game.*

Teleport Destination - *This lets you see where already-placed teleporters lead to. Select this command, and then click on a teleporter, and its destination will be shown.*

Terrain Text - *This allows you to enter a text message, which will be displayed when a character first passes through a certain square. To use it, select the command, then click on the square of your choosing. Then, enter the text to be shown.*

Object Text - *Like Terrain Text, this lets you type in a text message that will be shown whenever a character picks up the object you select. The procedure is the same as for terrain.*



Quest Builder -

The PARTY Menu

These commands are for creating the party that will follow a Paladin on this quest. Here you choose and outfit the party members.

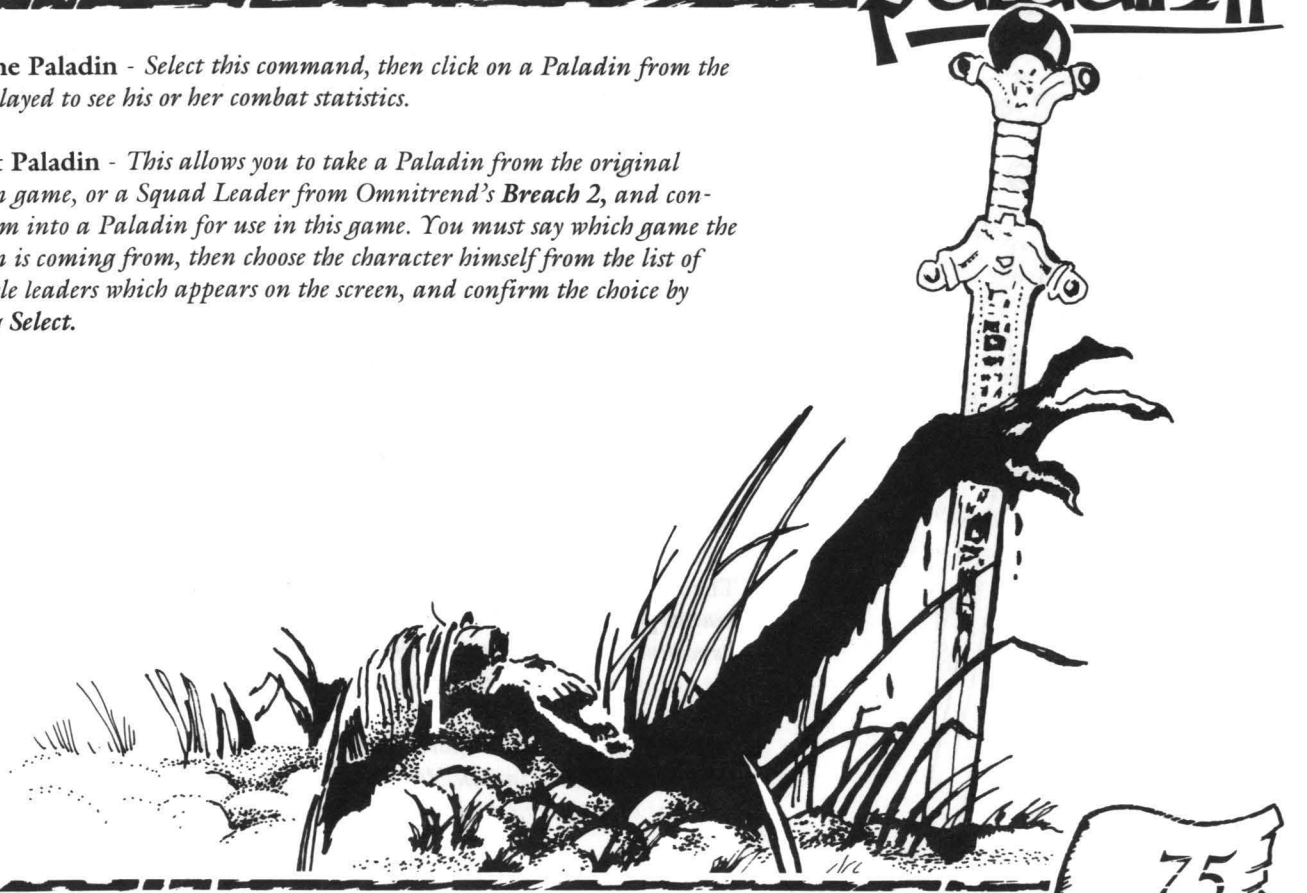
New Member - *This command adds a character to the party. You must name party members, and set their class. A Paladin can have up to 9 allies for a quest.*

Modify Member - *This is used to change the basic characteristics of party members. When used, a list of the characters you have already created with the New Member command appears. Select the one you wish to modify by clicking on his name.* ***Remove*** *deletes the selected character — so be careful!* ***Examine*** *allows you to see and alter his combat statistics.* ***Outfit*** *provides him with some initial equipment. Click on* **Done** *when you are finished.*

Create Paladin - *This appears in this menu, as well as on the quest enrollment screen, for convenience. However, remember that Paladins are not part of individual quests; they are created* ***independently*** *of quests.*

Examine Paladin - *Select this command, then click on a Paladin from the list displayed to see his or her combat statistics.*

Import Paladin - *This allows you to take a Paladin from the original Paladin game, or a Squad Leader from Omnitrend's* ***Breach 2****, and convert them into a Paladin for use in this game. You must say which game the Paladin is coming from, then choose the character himself from the list of available leaders which appears on the screen, and confirm the choice by pressing* ***Select.***



Quest Builder - The MISCELLANEOUS Menu

These are some additional commands to make scenario building easier.

Undo - *This command reverses all terrain alterations done since you last selected a new terrain type from the pallet.*

Grid - *This toggles a grid which appears over the design window.*

Cursors - *This displays two cursors on the screen. The one in the design window can be moved with the* ***cursor*** *keys, the one in the pallet window with the diamond of* ***I, J, K*** *and* ***M*** *keys. This command is useful for non-mouse users. To place the selected terrain in the design window, press* ***Z.***

Thread Object/Thread Opponent/Thread Text - *These three commands provide a quick way to see what items, enemies and messages you have placed so far. When you thread objects, for example, you are taken on the design window directly to the next object in the computer's list.*

Delete Object - *This removes the object or opponent you click on. It has the same effect as selecting the blank square on the Opponents pallet, and placing that over the object/opponent to be deleted.*

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